

RANDOM NOBLE HOUSES

Use these tables for inspiration or roll them up randomly. Some of the tables could be rolled more than once for the same house.

d20 The house's colors are...

1. Black.
2. Red / scarlet.
3. Gold.
4. Forest green.
5. Royal blue.
6. Violet.
7. Silver / light grey.
8. Bronze.
9. Tan / khaki.
10. Brown / beaver.
11. Dark grey / gunmetal.
12. White.
13. Maroon.
14. Sky blue.
15. Navy blue.
16. Dark brown / chocolate.
17. Teal / turquoise.
18. Yellow.
19. Orange.
20. Olive green.

d8 The house's symbol is...

1. A weapon (d8):
 1. arrow.
 2. axe.
 3. dagger.
 4. hammer.
 5. mace.
 6. spear
 7. staff
 8. sword.
2. A piece of armor (d4):
 1. breastplate
 2. gauntlet.
 3. helm.
 4. shield.
3. A celestial body (d4):
 1. sun
 2. moon.
 3. star
 4. comet.
4. A plant or part of a plant (d12):
 1. apple.
 2. barley.
 3. briar.
 4. fig.
 5. grapes.
 6. lily.
 7. maple.
 8. oak.
 9. olive.
 10. pine.
 11. rose.
 12. wheat.
5. An aquatic beast (d6):
 1. crab.
 2. crocodile.
 3. frog.
 4. fish.
 5. octopus.
 6. whale.
6. A small beast (d10):
 1. badger.
 2. bat.
 3. beaver.
 4. dog.
 5. ferret.
 6. fox.
 7. hedgehog.
 8. lizard.
 9. rat.
 10. scorpion.
 11. snake.
 12. spider.
7. A great beast (d8):
 1. bear.
 2. boar.
 3. bull.
 4. dragon.
 5. lion.
 6. ox.
 7. stag.
 8. wolf.
8. A bird (d12):
 1. cardinal.
 2. dove.
 3. eagle.
 4. hawk.
 5. mockingbird.
 6. owl.
 7. pelican.
 8. raven.
 9. rooster.
 10. sparrow.
 11. swan.
 12. vulture.

d6 The house is...

1. Ancient and well-respected by all houses, great and small.
2. Ancient and greatly diminished in standing from what it once was.
3. Old with the respect of many houses, great and small.
4. Old and struggling to maintain respect of other houses.
5. Old but often overshadowed by other houses.
6. Newly raised up to the nobility.

d20 The house's motto champions the ideals of...

1. Compassion.
2. Courage.
3. Courtesy.
4. Determination.
5. Discipline.
6. Duty.
7. Excellence.
8. Faith.
9. Generosity.
10. Honor.
11. Hope.
12. Integrity.
13. Justice.
14. Loyalty.
15. Mercy.
16. Patience.
17. Righteousness.
18. Strength.
19. Trust.
20. Wisdom.

d12 The best known member of the house is or was...

1. A gallant knight.
2. A beautiful woman.
3. A ruthless tyrant.
4. An adept diplomat.
5. A famous traveler or explorer.
6. A brilliant military strategist.
7. A notorious rebel or outlaw.
8. A dashing swashbuckler.
9. A fearsome warrior.
10. A brilliant scholar.
11. A gifted orator.
12. A dangerous and mad ruler.

d10 The current head of the house is...

1. A kindly old man or woman.
2. A ruthless old man or woman.
3. A wily old man or woman.
4. A charming man or woman.
5. A grim veteran of wars.
6. An astute politician.
7. A devout adherent of a religion.
8. A heartbroken widower or widow.
9. A reckless or hot-headed young man or woman.
10. A child.

d8 The house's goals include (individual members may have different goals)...

1. Domination of the city or region's politics.
2. Domination of the city or region's trade.
3. Revenge against a rival house in the same city or region.
4. Revenge against a rival house in another city or region.
5. Sabotage of a group run by commoners—a guild, academy, religious faith, or secret society.
6. Fomenting rebellion against the city or region's ruling house.
7. Marriage with a powerful allied house.
8. Marriage with a powerful rival house.

d8 One or more house members keep secret (the secret may involve past or present events)...

1. A long-time scandalous romance.
2. The existence of a bastard child.
3. A murder in one of the house's keeps, castles, or palaces.
4. Religious zealotry.
5. The birth of a malformed freak.
6. Treason against the region's sovereign.
7. The senility or madness of family members.
8. Criminal sabotage of a rival house.

d10 The house's seat of power is located in or near...

1. A port city.
2. A range of high mountains.
3. A wide, fertile plain.
4. A fertile river valley.
5. An ancient forest.
6. A jagged coastline.
7. A sodden swamp.
8. A pristine lake.
9. A desert plateau.
10. An idyllic hill country.

INDIVIDUAL NOBLE

d8 The noble wears...

1. Some flashy jewelry.
2. Shiny leather boots.
3. An ornate signet ring.
4. Fine silk clothes.
5. A handsome grin.
6. An extremely ugly scowl.
7. An arrogant sneer.
8. Beautifully-styled hair (and facial hair).

d8 The noble has...

1. A loud, deep laugh.
2. A high-pitched laugh.
3. A twittering nervous laugh.
4. A nervous habit of fidgeting.
5. A silver tongue.
6. A commanding presence.
7. Complete disregard for commoners.
8. Not a care in the world.